Connor Dooley

connordooley.com

Skills & Abilities

- Programming Languages: Python, C#, Java, C++, JavaScript, TypeScript, Lua
- · Markup Languages: HTML, CSS3, LaTeX
- · Version control with Git
- Utilizing and building RESTful web services and APIs
- · Object-Oriented programming

- · Game development using Unity
- · Virtual Reality development for Oculus headsets
- Using front end CSS and JavaScript frameworks such as Bootstrap, Bulma, JQuery, and React
- · Working with Linux and Windows systems
- · Database management with SQL

Education

BS in Computer Science at The University of Georgia, Class of May 2020

- · Graduated magna cum laude (3.75 GPA)
- · Relevant coursework: Web Programming, Computer Networks, Game Programming, Systems Programming, Applied Linear Algebra, Software Engineering, Human Computer Interaction
- · Extracurricular Activities: WUOG 2018-2020 (DJ, Music staff member)

Professional Experience

VR Developer at UGA's Center for Geospatial Research, October 2019 - July 2020

- · Research and development of virtual reality environments in Unity for use in an educational setting on Oculus Quest headsets
- · Communicating new findings and progress updates in weekly meetings

Intern at Decatur Makers, May – June 2019

· Developed Python programs to analyze membership retention and growth over time using the "sticky growth" model

Intern at Acculynk, July - August 2017

- · Created a Python program for parsing, validation, and consolidation of data from multiple sources for insertion into a SQL database
- · Explored applications of the Etherium blockchain as a receipt system for traditional economic transactions

Intern at Acculynk, July - August 2016

- · Developed a prototype widget for clients to easily integrate Acculynk's debit card processing service Payzur into their website
- · Developed an end-to-end encryption tech demo for a client

Activities

Collaborator with Humanitarian Informatics, August 2019

Developed a program to flag potential human rights abuses in Georgia county jails based on publicly available data